ADVENTURES OF LOLO 2

TM

HAL AMERICA INC.

NES-A4-USA

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The Funatic Specialists

CARE OF YOUR GAME

1) Playing a video game is supposed to be fun, not a test of endurance. If you play for a long time, try to take a break each hour.
2) This is a precision Game Pak. Do not store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not try to take your Game Pak apart.
3) Don't touch the terminals or let them get wet.
4) Don't clean this equipment with volatile solvents such as thinner, benzene, or alchohol.

THANK YOU

For purchasing this Hal America Nintendo ™ Game Pak, The Adventures of Lolo 2™. Before you start playing, please read the instruction booklet carefully and follow the correct operating procedures, then save it for future reference.

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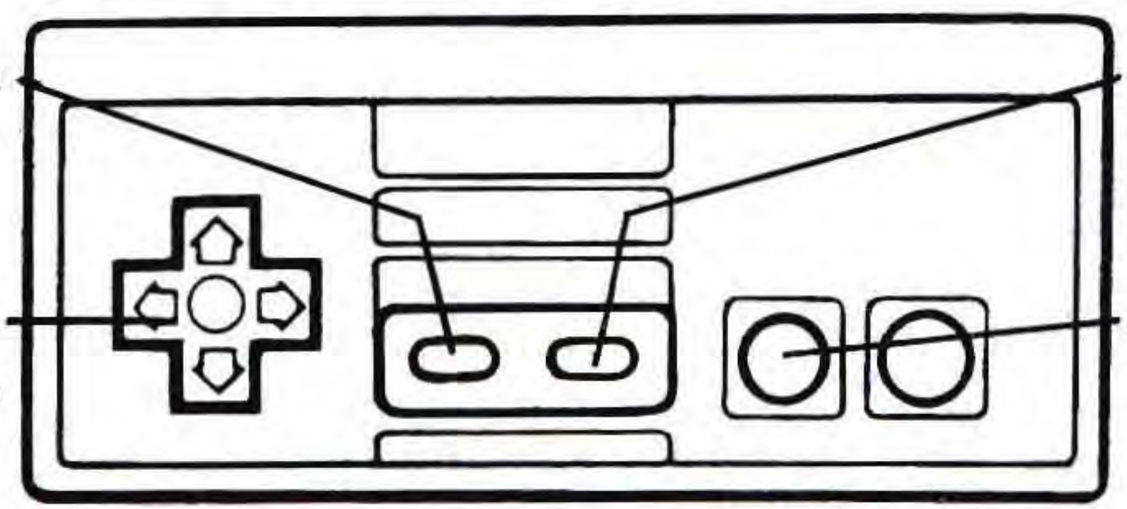
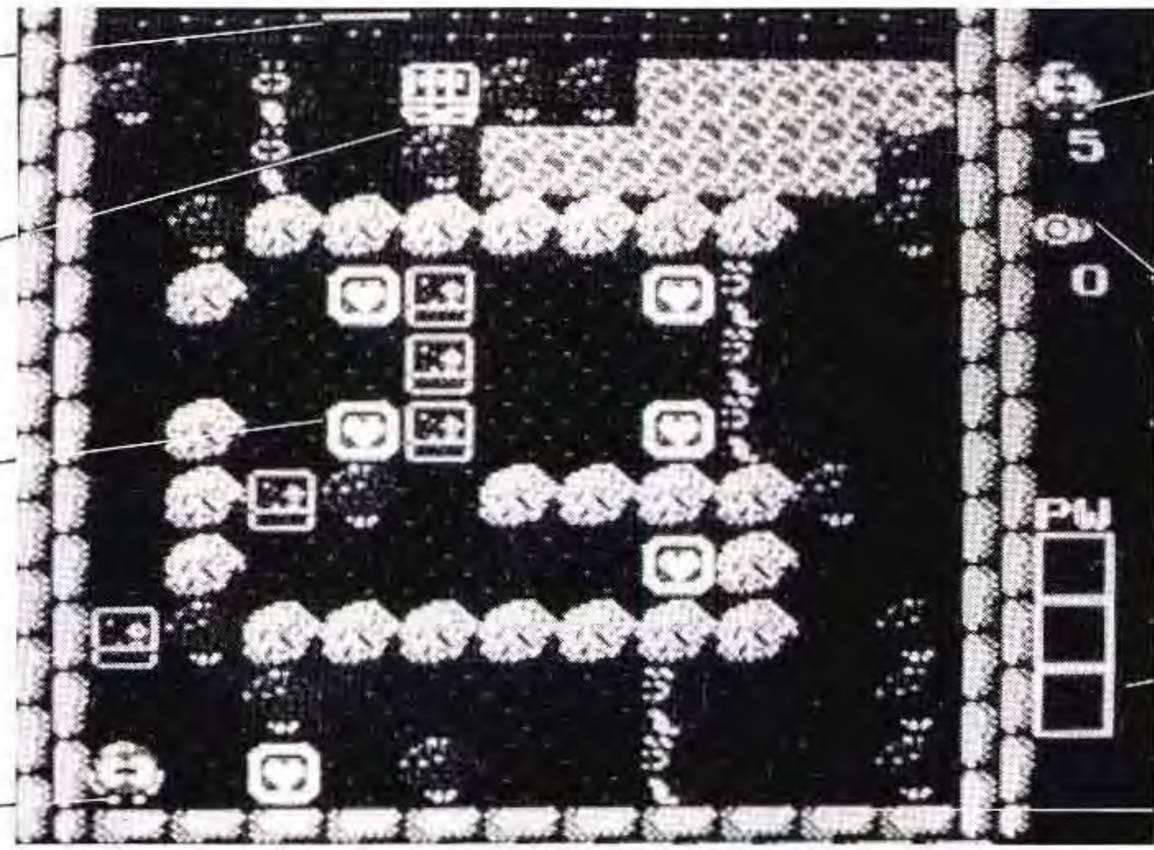
THE STORY

Our heroic pair are at it again! On their return from the Haunted Castle (successfully defeated in the original Adventures of Lolo) our Hero and Heroine were confronted by the real power of the land - the King of Eggerland himself. Swooping down on our victorious couple, the King thundered, " The Labyrinth was only a preliminary test - the real battle starts now! If you can make it through my Tower and my Castle, I will set your people free. But just to make sure there are no tricks - this little one comes with me!" And with that he grabbed little Lala and spirited her away to his Castle in the clouds. But, fortunately, Lala was able to analyze each of the mazes as she was taken through the Tower, and left clues in the Jewel Boxes in each room. Each Jewel that Lolo collects contains a bit of information that will help him in the next room. With your help, they will work together to free their people from the clutches of the King.

USE OF THE CONTROLLER



LAYOUT of the SCREEN



Exit Door

Jewel Box

Heart Framer

Emerald Framer

Our Hero Lolo

Number of Lolos Remaining

Number of available Magic Shots

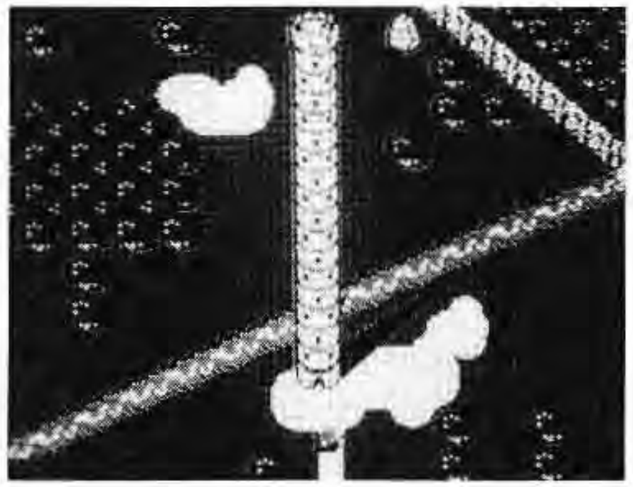
Power Display

Enemy Character

STARTING THE GAME

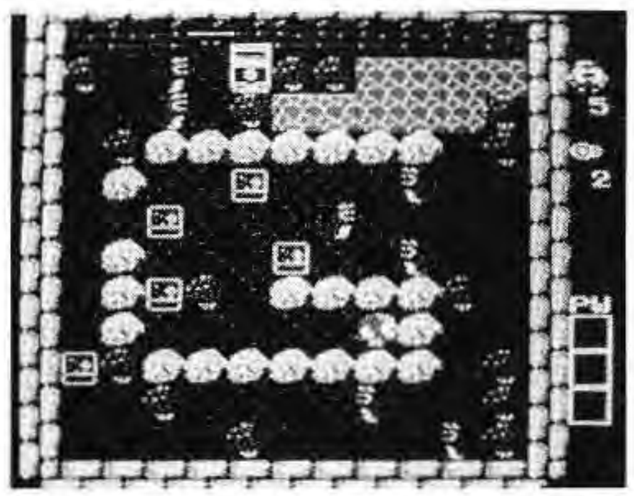
When the game is turned on, the opening screen will be displayed. If you don't push any buttons, a set of instructions will appear on the screen that will explain many of the techniques used in the game.

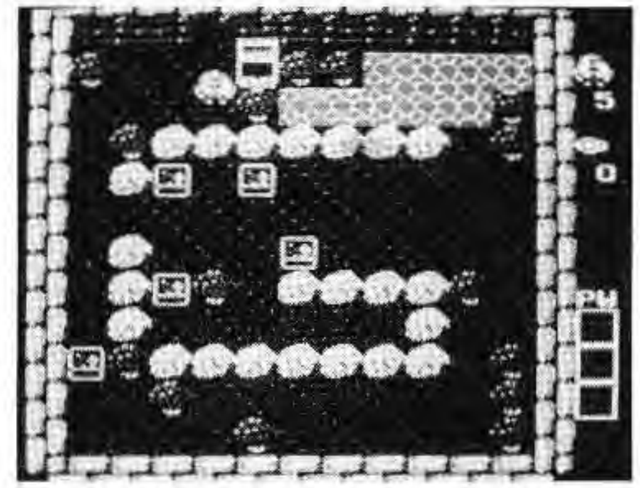
To enter a password, move the cursor to the correct letters with the Control Pad and enter them with the A Button. If you make a mistake, the B Button can be used to back up the cursor. The password screen can only be selected when starting a game, or when the game is reset.



When you start the game, the screen above will appear. When you have taken all the Heart Framers in a room, the Jewel Box will open and the Jewel will be shown as in the photo at right.

When the Jewel is taken, an exit door will appear as shown in the photo on the right, and you can go to the next room.





The game contains ten floors of five rooms each. When the fifth floor of each room has been cleared, a staircase will appear leading to the next floor.

KEY SELECT

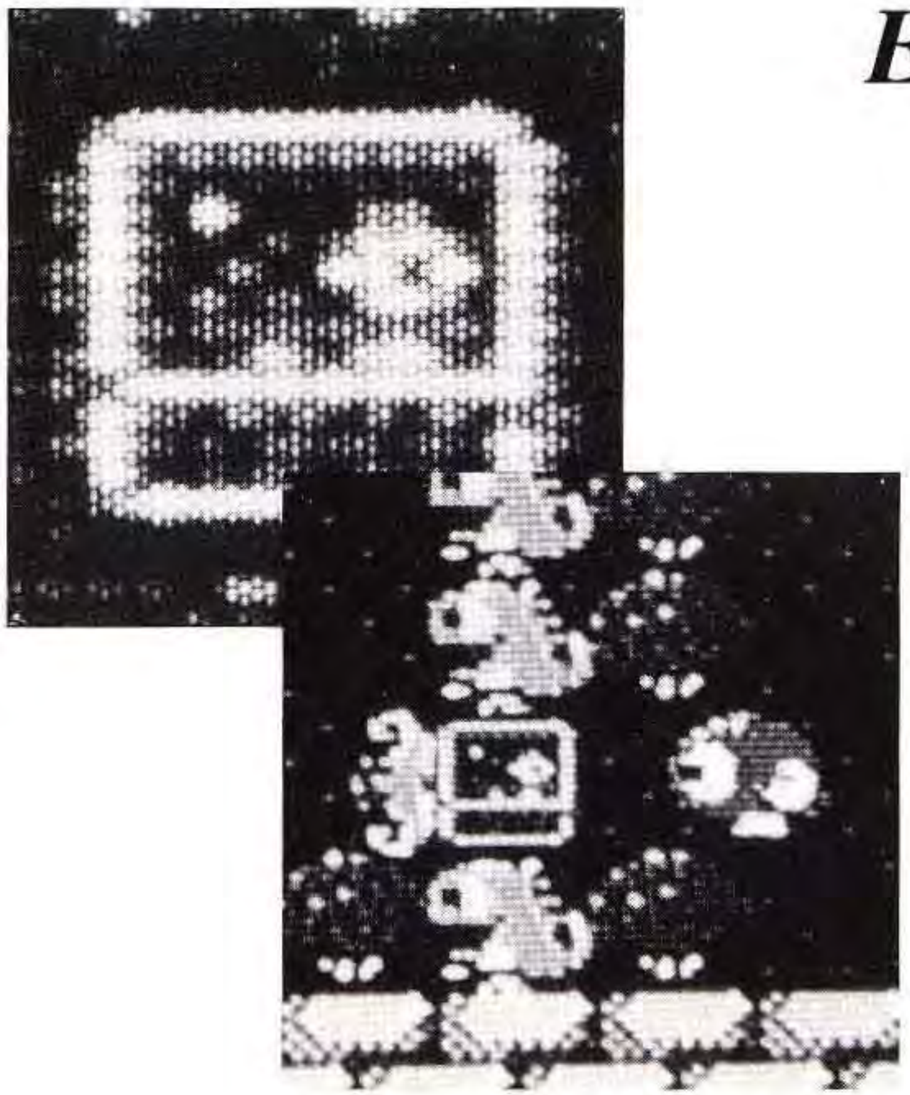
Controller functions for use of Power or Magic Shots can be customized. Enter the letters CSTM on the password screen, and the screen shown on the left will appear. Use the Control Pad to select A, B, or AB to select which button will control Magic Shots. Move the cursor to the next line, and select the button to control Power options. Pushing the Start Button will enter your choices and start the game.

PLEASE NOTE

1) There are many ways to solve each of the rooms in this game. Sometimes you can clear a room without using all of your Magic Shots, or without using Power Options.
2) Every room can be solved. Here at Hal America we sometimes all gather around a monitor and work on the programmers' latest mind-twisters. There are rooms that have taken us days.
3) If you really get stuck, you can call us 9:00 to 5:00 Pacific Time at (503) 644-4117. But remember - not everyone who picks up the phone here is a Game Counselor, and not everyone who works here can get you through the 4th room in the Castle!

THE PLAYING AREA

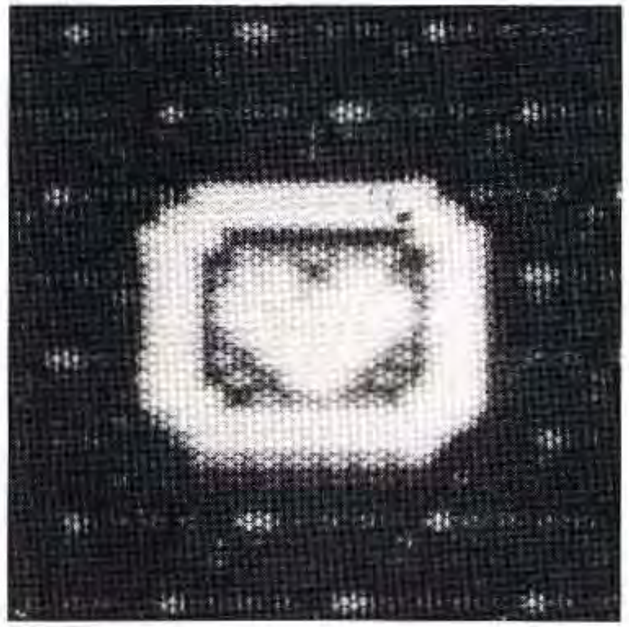
Now we'll introduce you to some of the things you'll encounter on your journey. Some are helpful, some are harmless, some are just annoying - after you've cleared a few rounds you'll learn how to use the helpful items and how to defeat the dangerous ones.



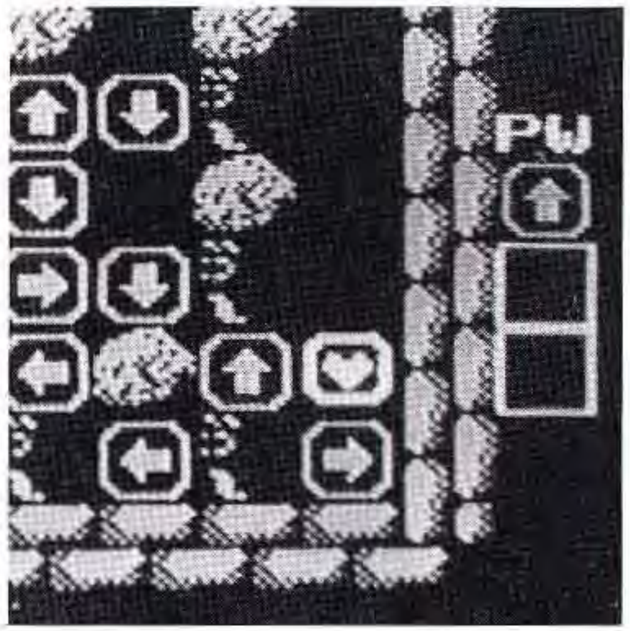
EMERALD FRAMERS

Emerald Framers can be moved around the screen to protect you from the attacks of some of the characters, and trap other characters (see the photo on the left for examples).

HEART FRAMERS

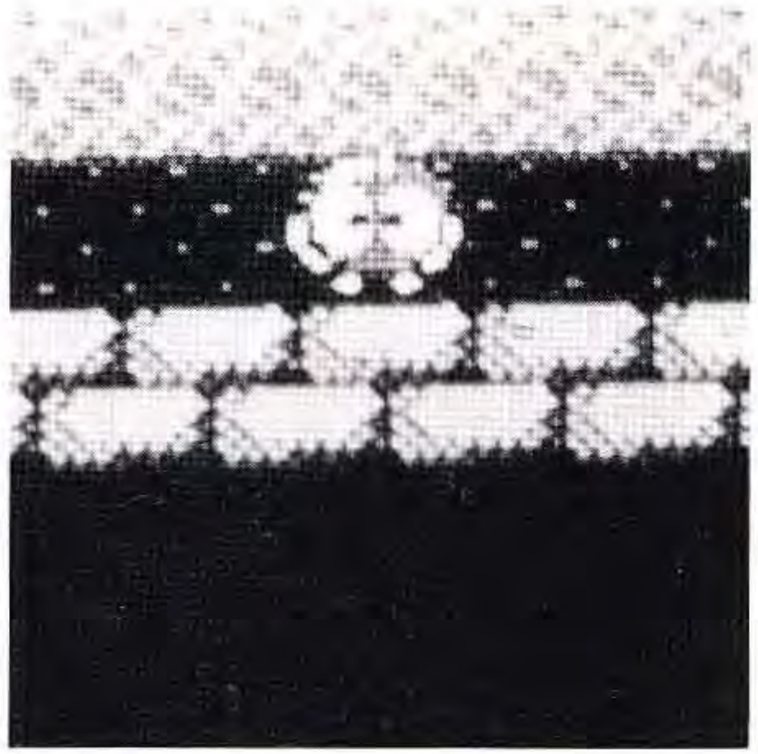


When you've picked up all the Heart Framers the Jewel Box will open. Like Emerald Framers, Heart Framers will protect you from attack, but they cannot be moved. Taking particular Heart Framers, or taking a certain number of Framers, will earn the power shown in the Power Display box in the lower right of your screen. Once you've taken a certain number of Heart Framers (the number varies from room to room), the remaining Framers will start to flicker. When this happens, the next Heart Framer you take will earn the Power displayed.



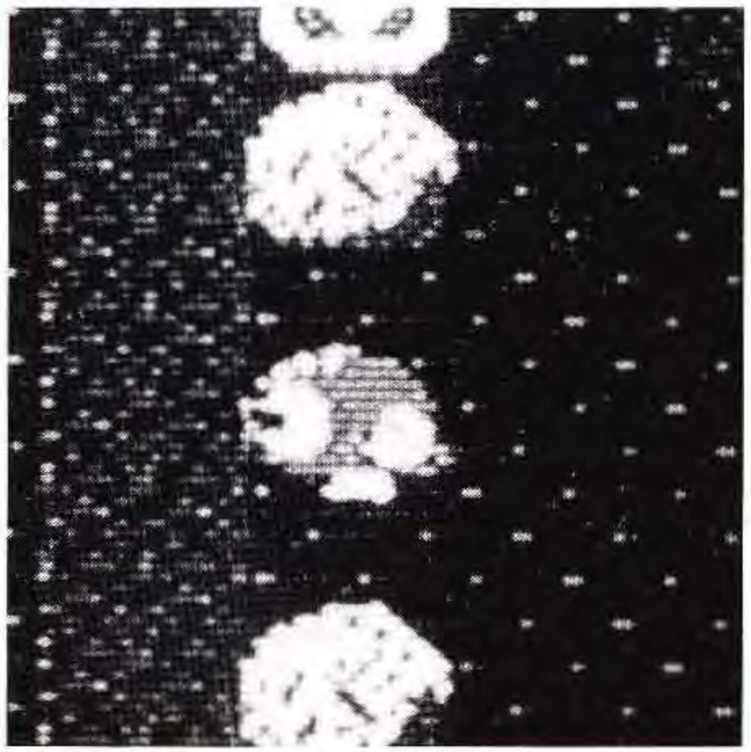
ONE-WAY PASSES

Usually Lolo can go through a One-Way Pass only in the direction the arrow is facing, but there are exceptions. Experiment a little to discover what those exceptions are. Enemies can pass through One-Way Passes regardless of direction.



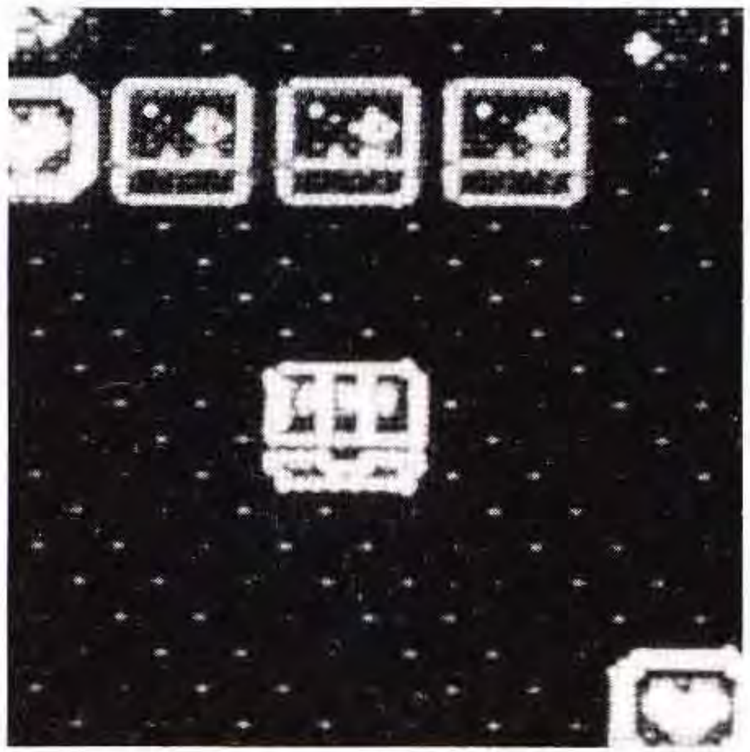
BODIES OF WATER

Lolo has various ways to cross bodies of water. Bridges can be built if the Bridge Power is available, or he can ride across on an Egg. You'll have to experiment a little to find out the best ways of dealing with bodies of water.



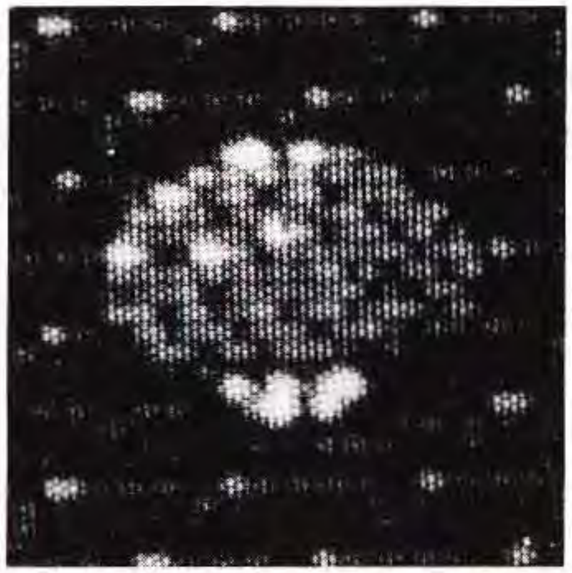
LAVA BEDS

Eggs cannot be put into Lava Beds or Lava Streams to get across. Bridges can be built accross Lava, but they will burn down very quickly - time your moves and don't get stranded!



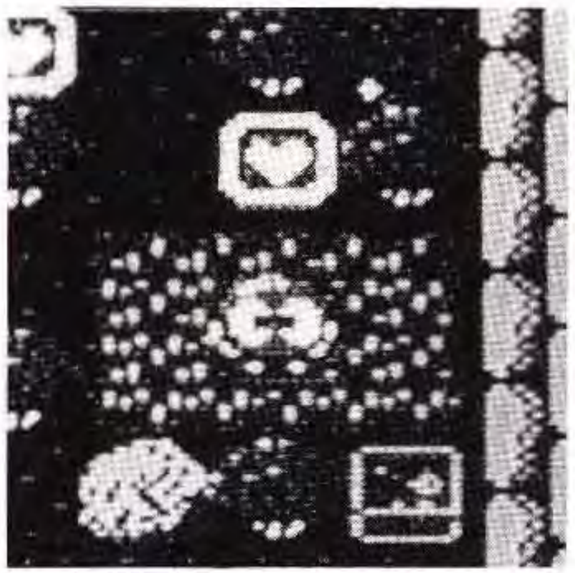
JEWEL BOX

Lolo can freely walk through the Jewel Box, and it will protect him from enemies that attack him directly, but it will not protect him from Medusa, Don Medusa, or Gol.



TREES

Magic Shots cannot pass through trees, but some characters can attack through trees.

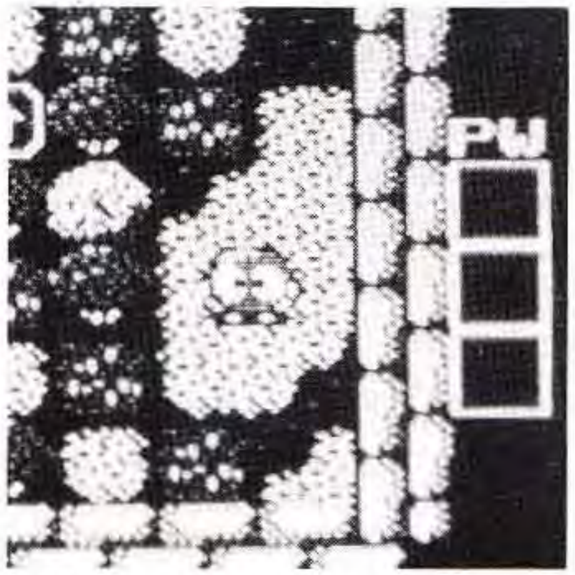


FLOWER BEDS

Lolo can rest in a Flower Bed. Enemies cannot enter, but it's no protection from attacks.

ROCKS

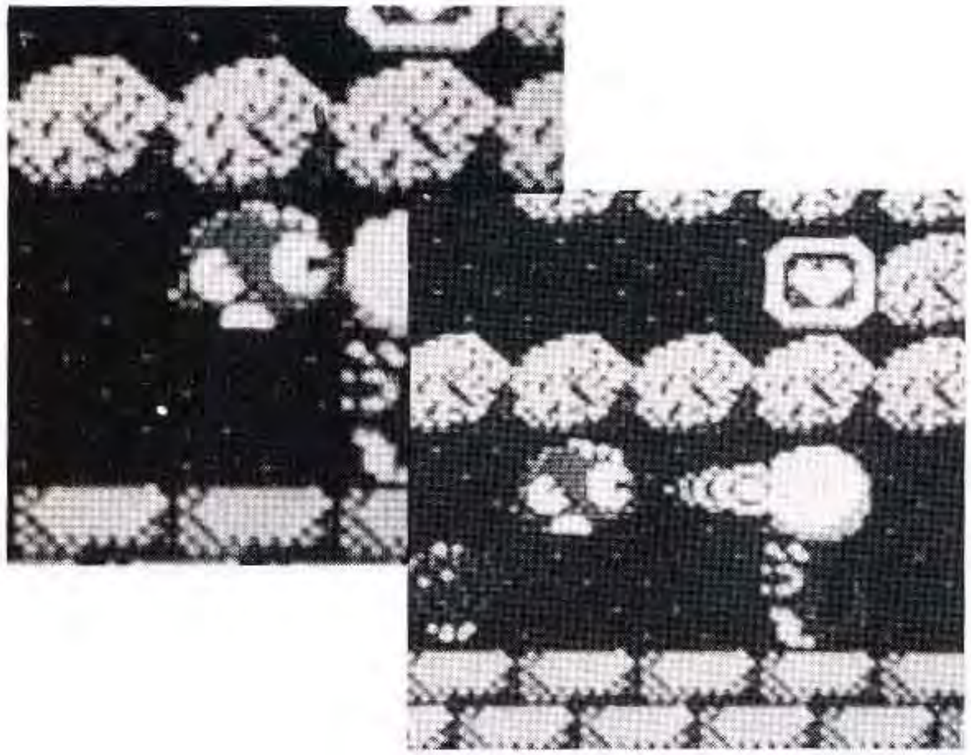
All attacks, and all enemies' paths, are blocked by Rocks. Rocks cannot be moved.



DESERTS

Lolo's speed will be cut in half in Deserts, but they do not affect an enemy's rate of speed.

USING MAGIC SHOTS

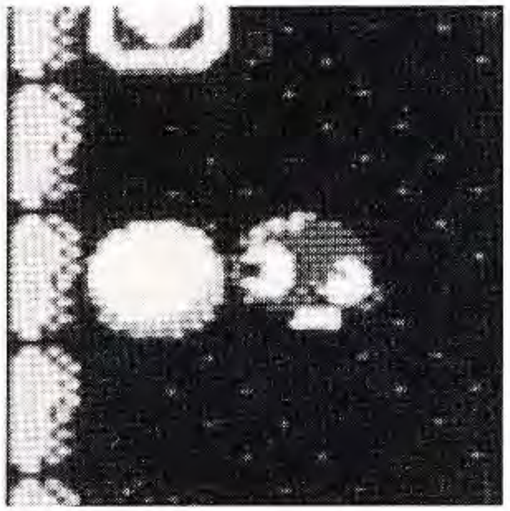


Certain characters, when hit by a Magic Shot, can be turned into Eggs. An Egg can be moved around, but will return to its original shape in its original location after a while. If an Egg is shot with a second shot, it will disappear from the screen, then return in a few seconds to its original shape in its original position.

Although Lolo can cross bodies of water by floating on an Egg, sometimes the Egg must be pushed into the water in just the right place or it will quickly dissolve, and Lolo will be drowned. A little experimentation will show where these places are.

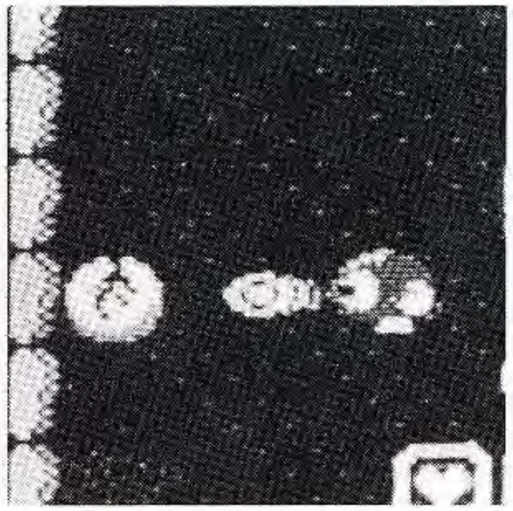
MAGIC SHOT STRATEGIES

MOVING EGGS



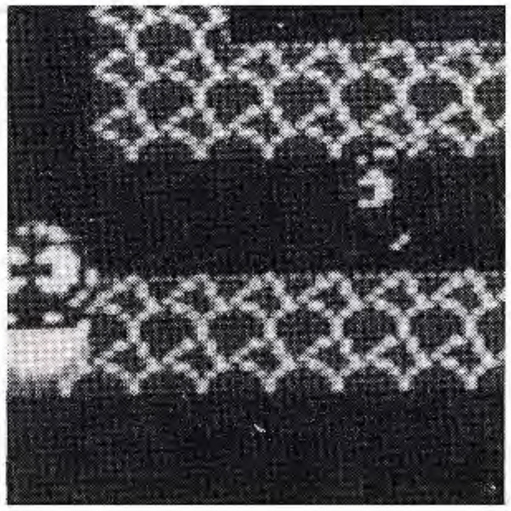
Making a character into an Egg and putting it in front of an enemy can protect you from that enemy's attacks.

REMOVING EGGS



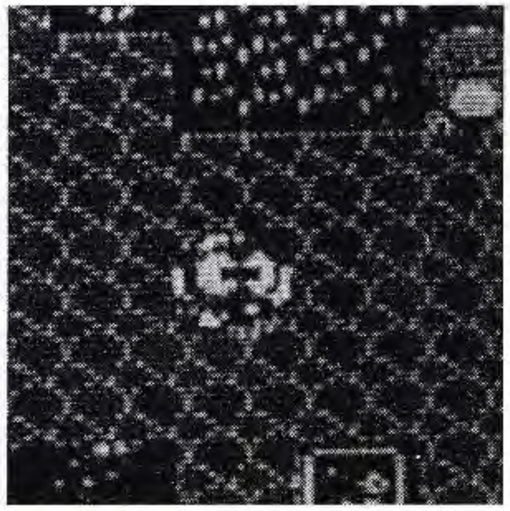
Sometimes you can remove an enemy long enough to grab the Jewel before it returns to its original position.

CROSSING WATER



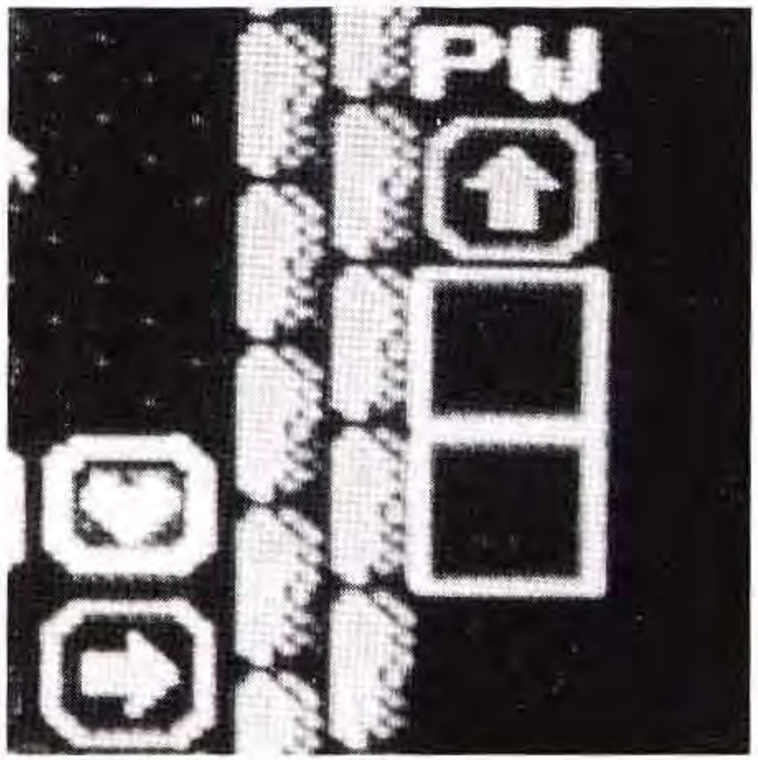
Narrow streams can usually be crossed by dropping an Egg in the water and crossing quickly.

RIDING ON EGGS

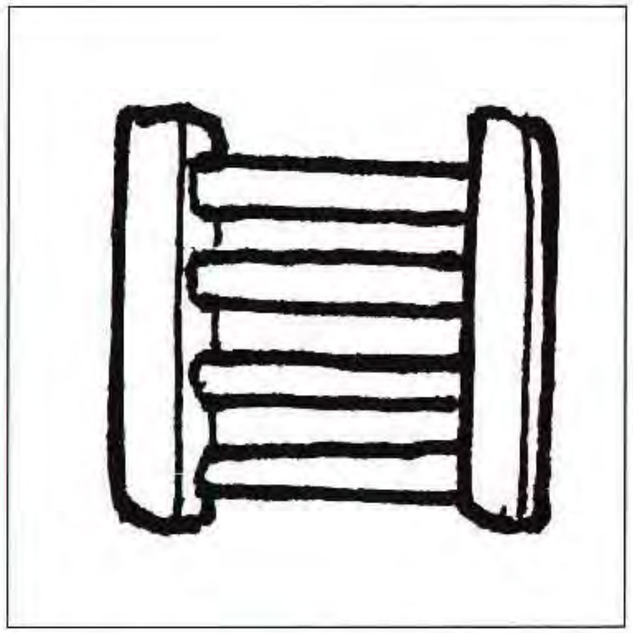


Lolo can ride an Egg dropped in the right spot, but sometimes you have to search for the right spot.

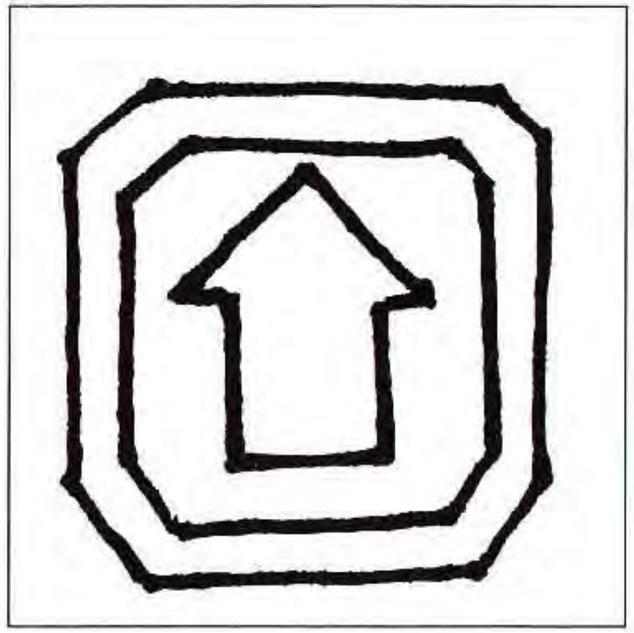
POWER DISPLAY



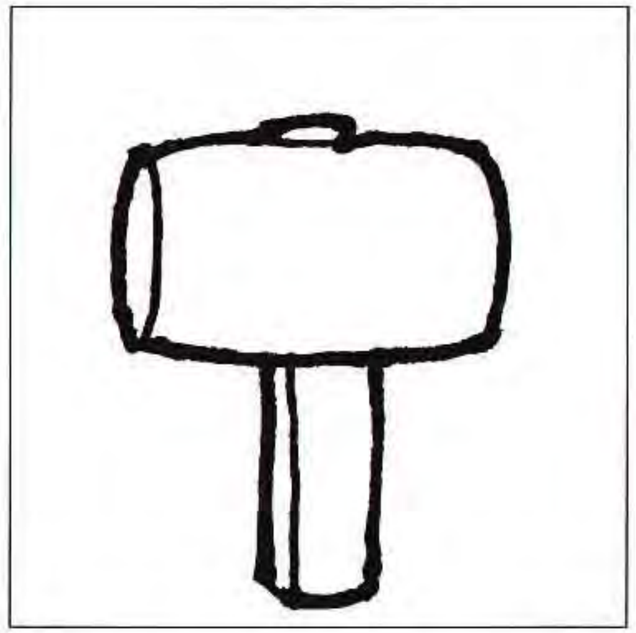
The next page shows the Bridge, One-Way Pass, and Hammer displays. When one of these symbols appears in the Power Display in the lower right corner of the screen, that power will be made available to you once you've taken enough Heart Framers. The number of Framers you need to take in order to receive the Power varies from room to room. As you take Hearts, you should reach a point where the remaining Heart Framers begin to flicker. Taking one more Heart will give you the power shown.



When a Bridge is shown in the Power display, a Bridge the same length as the one in the display can be built over Water or Lava. Face the spot where you want to build your Bridge and push your Power button.



When the One- Way Pass power is shown, the direction of one arrow can be turned 90 degrees by facing the Arrow and pushing the button you've chosen as your Power button..



When the Hammer power is shown, one rock in the room can be destroyed. Point Lolo at the Rock you want to remove and push the appropriate Power button at close range.

GAME OVER and CONTINUE

Each time you lose a Lolo the number of Lolos remaining, displayed in the screen's upper right , will decrease by one. When you have lost all your Lolos the game is over. You lose a Lolo when you:

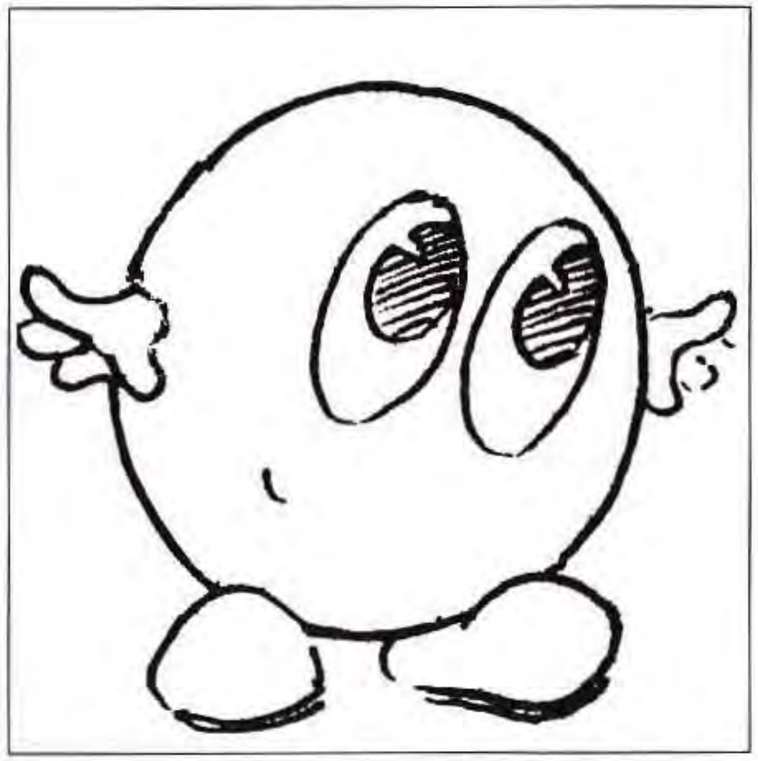
1. Are caught by Skull or Alma.
2. Are caught by Medusa or Don Medusa, or Gol's flames.
3. Sink in water or lava.
4. Give up by pressing the Select Button.

WRITE DOWN YOUR PASSWORD!

When the game is over a password will be displayed. If you are planning to continue the game at a later time, be sure to write down the password. If you want to continue the game immediately, select START at the Password Screen, and once more at the CONTINUE prompt. The game will continue from where you left off.

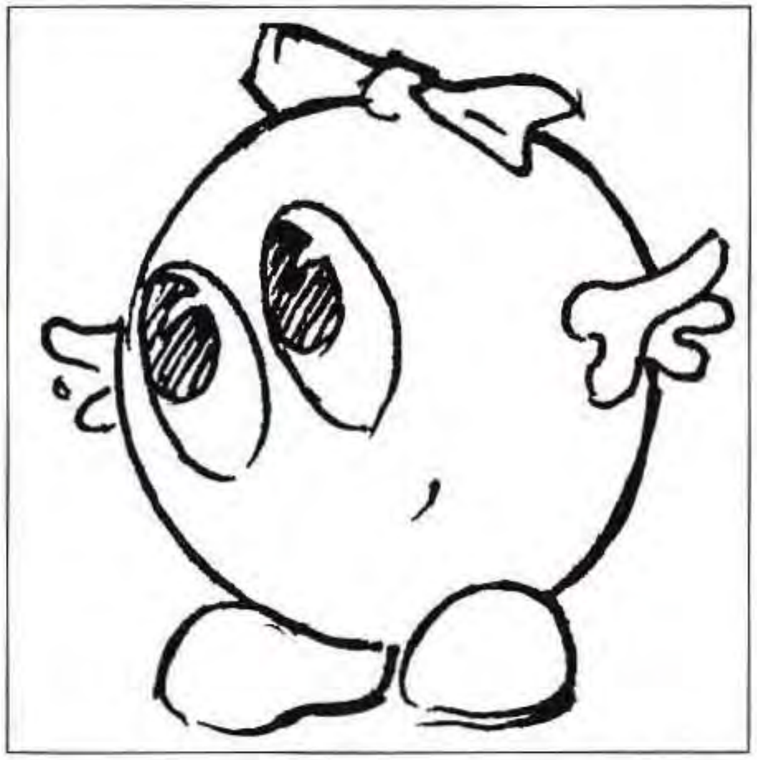
THE CHARACTERS

LOLO



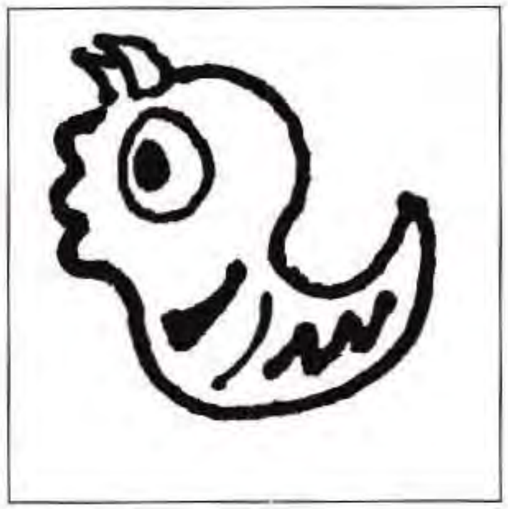
Lolo isn't particularly strong or swift, but his unlimited patience and strong spirit allow him to defeat much stronger enemies by sticking to it until the job is done.

LALA



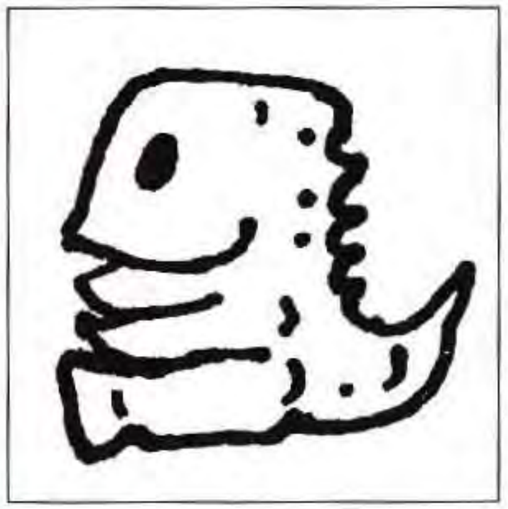
The captured one, but no shy, retiring wallflower here! Like Gretel with her Hansel, Lala has left clues in each Jewel Box to help Lolo make his way to the Castle.

Snakey keeps a vigilant eye out, constantly turning back and forth, watching Lolo. He's completely harmless, but is useful as a tool.



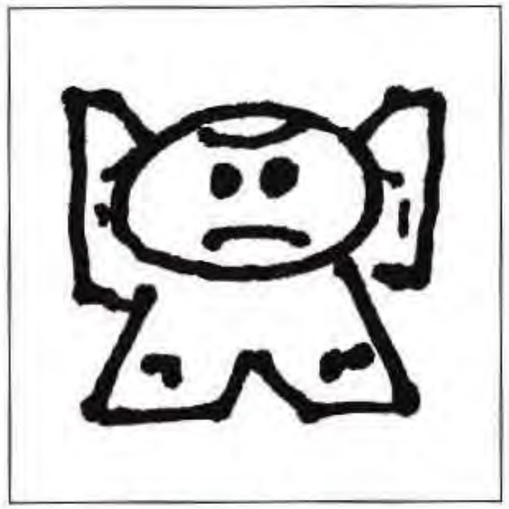
SNAKEY

Gol just sleeps until the last Heart Framer is taken, then his eyes pop open and he awakes to shoot a deadly flame straight at Our Hero.



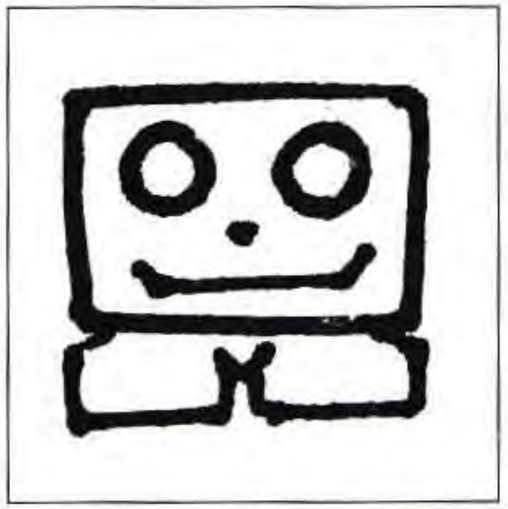
GOL

Leeper bounds around until he touches Lolo, then goes to sleep and doesn't awaken. He can be turned into an Egg as long as he's moving about.



LEEPER

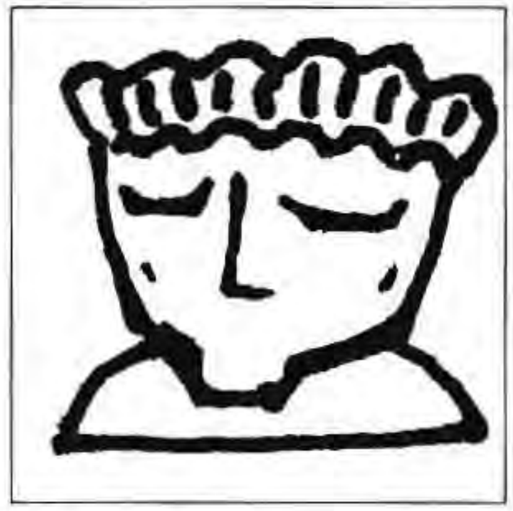
Rocky rumbles around slowlymost of the time, but when he is close to Lolo he'll pick up speed and move in very quickly.



ROCKY

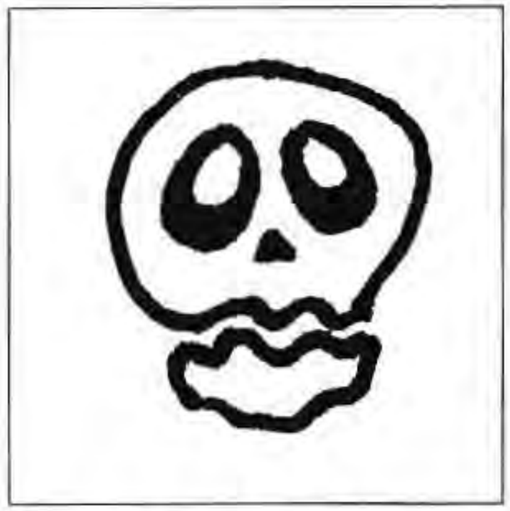
ALMA

Runs around the room at high speed. If Alma is directly across from Lolo, she will tuck her body into a ball and roll straight ahead until she runs into something.



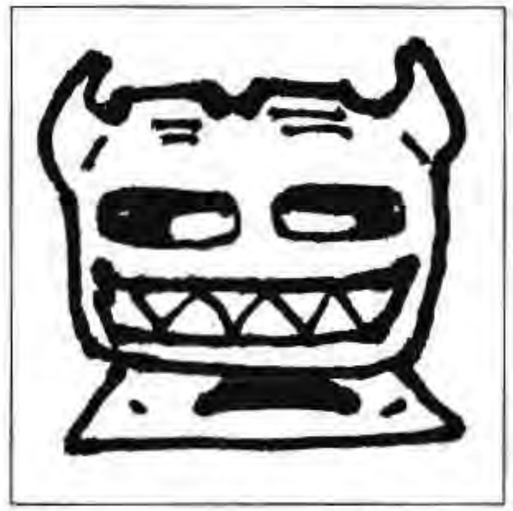
MEDUSA

Medusa can attack Lolo in a straight line in all four directions. His attacks can be stopped by Rocks, Hearts, Emerald Framers, or the bodies of other characters.



SKULL

Skulls will sit quietly and watch the action patiently until the last Heart Framer is taken, then leap into action with jaws gnashing and eyes flashing.



DON MEDUSA

The Boss of the Defenders. Don Medusa attacks in the same way as Medusa, and can be defended against in the same way. He moves at a constant speed in a predetermined path.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and, if not installed and used in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. There is, however, no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1) Reorient the receiving antenna
2) Relocate the NES with respect to the receiver
3) Move the NES away from the receiver
4) Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

HAL AMERICA, INC. LIMITED WARRANTY

Hal America, Inc. (HAI) warrants to the original purchaser of this HAI software product that the medium on which this computer product is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase.
Hal America has made arrangements with most retailers to enable customers to return defective cartridges to place of purchase within ninety (90) days of date of purchase.If f you are unable to obtain satisfaction, your cartridge may be returned to Hal America under most circumstances.
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